

	Typ	Hits	S arch Text
1	BRS	1	((ring ADJ down ADJ cavity) AND (DC ADJ offset)) AND (DC ADJ offset)
2	BRS	1130	ring ADJ down
3	BRS	1	(ring ADJ down ADJ cavity) AND (DC ADJ offset)
4	BRS	32	ring ADJ down ADJ cavity
5	BRS	11	(ring ADJ down ADJ cavity) AND fit\$4 AND decay AND noise
6	BRS	842	logarithmic ADJ transform\$5
7	BRS	18	(signal AND (logarithmic ADJ transform\$5)) AND noise AND digitiz\$3 AND scal\$3 AND fit\$4 AND subtract\$3 AND averag\$3
8	BRS	20	(signal AND (logarithmic ADJ transform\$5)) AND noise AND digitiz\$3 AND scal\$3 AND fit\$4 AND subtract\$3
9	BRS	660	signal AND (logarithmic ADJ transform\$5)
10	BRS	9	(exponential ADJ decay) AND (logarithmic ADJ transform\$5)
11	BRS	1	(exponential ADJ decay ADJ rate) AND (logarithmic ADJ transform\$5)
12	BRS	8	(exponential ADJ decay) AND noise AND (logarithmic ADJ transform\$5)

	Type	Hits	Search T xt
13	BRS	1	(exponential ADJ decay ADJ rate) AND noise AND digitiz\$3 AND (logarithmic ADJ transform\$5)
14	BRS	2	(exponential ADJ decay ADJ rate) AND noise AND digitiz\$3 AND scal\$3 AND fit\$4 AND subtract\$3
15	BRS	252	(logarithmic ADJ transform\$5) AND (decay OR noise OR (decay ADJ rate) OR (exponential ADJ decay ADJ rate))
16	BRS	1	(ring ADJ down ADJ cavity) AND (logarithmic ADJ transform\$5)
17	BRS	21	((low ADJ frequency) WITH noise) AND ((spectral ADJ component) SAME four)
18	BRS	203	((low ADJ frequency) WITH noise) AND (spectral ADJ component) AND four